

Arkansas Funfest Jamboree Information & Game Regulations

The ASSA Funfest Jamboree is open to all teams with players registered with ASSA as recreational. Players may only play on one team during the event (the ASSA Funfest Jamboree and the Ron Heller Cup are considered the same event). Absolutely no classic players are allowed to participate.

All teams participating in the event will be scheduled for two games on Saturday. There are no protests or appeals of any sort allowed. All players will receive a medal of participation. Teams should come to the Event Headquarters after their last game. Coaches will be provided medals for distribution to their players, and a photograph opportunity is available. No scores or standings will be recorded or published. The event is intended to be a fun and festive event for all teams that participate.

Team Responsibilities

- Be at your field ready to play 20 minutes before game time.
- The first team listed on the schedule is the home team, and must change in the event of a color conflict.
- Spectators must be on the opposite side of the field from the playing team and the coach.
- Bench areas must be cleaned before the team leaves at the conclusion of their game.
- No alcoholic beverage or tobacco product is to be consumed at any soccer complex.

Sportsmanship

Good sportsmanship is highly valued and is expected from all coaches, players and spectators. Coaches are responsible for the conduct of their players, parents, and spectators. ***Referee abuse will not be tolerated!*** It is recommended that opposing coaches and players shake hands after each game. Parents, coaches and spectators should enjoy and encourage the activity of the players. The most important rule, however, is that common sense should prevail. Coaches should do everything in their power to not run up the score.

Playing Time

Each player should play at least 50% of each game. The only exception will be for injury, discipline, or disability. If a team has a player that cannot play 50% of the game, the coach should notify the opposing coach before the beginning of the game. Playing time is not a valid reason for a complaint or protest.

Player Equipment

It is recommended that duplicate jersey numbers be avoided. However, in the event duplicate numbers are unavoidable, the coach must advise the referee before the match starts, to avoid confusion.

No player shall wear anything that is dangerous to himself/herself or any other player, including but not limited to, jewelry of any kind, hard medical cast, or splints. Shinguards are mandatory and must be age appropriate. A player with a medical cast, splint, and/or brace must have it approved by the tournament committee prior to playing his/her first game. No exceptions.

Coaches and Managers

Only coaches, trainers and/or managers listed on the team's official roster are eligible to be on the sidelines with the players. Each team can have a maximum of three (3) coaches/managers on the player side of the field at any one time. Rostered coaches/managers will be issued credentials at team check in. The credential must be worn around their neck at all times during a game. Individuals not displaying their credential will be removed from the sideline.

Concussion Policy

- 1) Any player leaving the field of play due to a head injury MUST immediately see the official tournament medical staff.
- 2) If a player is determined to have a possible concussion, a Possible Concussion Notification for US Youth Soccer Event [form](#) will be provided to the player, player's parent(s)/guardian(s), and or coach following such determination, though the failure to receive same shall not negate the requirements set forth in (3) below;
- 3) A player determined to have a possible concussion and/or a player that has received the Possible Concussion Notification form referenced in (2) above may return to play only after release from a medical doctor or doctor of osteopathy specializing in concussion treatment and management. This medical clearance must be on a document from the medical doctor's office stating that the player has been cleared to return to play and is clear of symptoms. The document must be signed by the medical doctor.

There are no exceptions to this policy. All coaches will be deemed to be familiar with this rule and aware of the requirements for a player to return to action. If any questions arise, they should be raised immediately after the completion of the game with someone at headquarters so that the coach and parents fully understand what steps need to be taken to ensure the player's safety before the player returns to competition. Ignorance of these requirements and/or misunderstandings or miscommunications regarding a player's diagnosis of a possible concussion and/or the necessary documentation for a player to return to action will not circumvent the enforcement of this rule.

Additional Rostered Players

In order to ensure teams have sufficient players to participate in the Heller Cup, Additional Rostered Players may be added to rosters via the following methods.

- Club Pass, which allows teams to place age and registration level eligible players from within the same club onto another team roster for the event.
- Guest Players, which allows teams to place age and registration level eligible players currently registered to a different ASSA member club onto the team roster for the event. All Guest Players must have the ASSA Guest Player [form](#) completed with all required signatures. Guest Players forms are submitted at team check in.

All Additional Rostered Players (Club Pass or Guest Players) must be appropriate for the age group that the team is playing in.

Limits on Additional Rostered Players:

U7 & U8: 1 Club Pass and 1 Guest Player or 2 Club Pass

U9 & U10: 2 Club Pass and 1 Guest Player or 3 Club Pass

U11 & U12: 3 Club Pass and 1 Guest Player or 4 Club Pass

U13 & above: 3 Club Pass & 2 Guest Players, 4 Club Pass & 1 Guest Player or 5 Club Pass

Roster limits still apply and Additional Rostered Players cannot be utilized if adding those players would result in a team's roster exceeding the roster limit. All Additional Rostered players must be listed on the official team roster on or before the roster freeze date.

Secondary or dual registration is not permitted in the Funfest Jamboree.

Team Roster and Game Cards

ASSA will provide each team with an approved roster prior to the start of the jamboree. The game cards provided to the referees will mirror the approved roster. No player can be added to the game card roster. No exceptions.

Rules of Competition

IFAB Laws of the Game as modified by the US Soccer Player Development Initiatives and/or US Youth Soccer, unless amended by ASSA, apply to the event.

Heading the Ball

Per USSF, USYS and ASSA policy, players 11U and below are not allowed to intentionally head the ball. If a player does head the ball, the opposing team will be awarded an indirect free kick. In the event that a combination bracket is formed consisting of 11U and 12U players, 11U players are still instructed not to intentionally head the ball but the referees will officiate the game as if all players are 12U. In other words, the heading of the ball by an 11U player will not be whistled, but for player safety, coaches should instruct their 11U players to refrain from doing so.

9U & 10U Build Out Line

The Build Out line is used in all 9U and 10U matches. Players on the attacking team must remain behind the build out line until the ball is put into play, either via a Goal Kick or the Goalkeeper releasing the ball. As a reminder, goalkeepers are not permitted to punt or drop kick the ball.

15U – 19U 7v7 Rules

- No off-sides
- Substitutions (allowed on-the-fly) should take place within 5 yards of the center touchline.
- Seven (7) players on the field at one time, including the goalkeeper.
- Penalties, corner kicks, direct kicks, use 10U guidelines

Substitutions

Unlimited substitutions may be made with the consent of the referee during any stoppage of play, except Penalty Kicks.

Length of Games

9U & 10U: 7 v 7 - Game Length 2 x 25 minutes, 5 minute halftime.
11U & 12U: 9 v 9 - Game Length 2 x 30 minutes, 5 minute halftime.
13U and above: 11 v 11 - Game Length 2 x 35 minutes, 5 minute halftime.
7 v 7 - Game Length 2 x 30 minutes, 5 minute halftime.

Referees

Referee abuse will not be tolerated! The Tournament Committee, based upon the referee's game report and/or observation by tournament officials, may impose disciplinary action on players, coaches and/or spectators if abuse occurs.

Withdrawal, Forfeits and Grace Period

If a team withdraws from the jamboree after the registration deadline has closed, the refund of the registration fee will be at the discretion of the tournament committee.

If a team withdraws from the tournament within 72 hours of the start of the event, fails to report for the tournament, or forfeits a match during the event, the tournament entry fee will not be refunded and the team's club may be fined \$500.

Teams are granted a five (5) minute grace period from the scheduled start time of a match to field a team and complete all required check-in procedures. If after ten (10) minutes a team is not able to take the field, the match will be forfeited.

Inclement Weather

If inclement weather occurs, the tournament committee reserves the right to shorten or reschedule games, or possibly end the event.

Lightning Policy

If lightning is detected an air horn will be blown. Everyone must immediately leave the fields and go to a secure place (a vehicle is best). No one can return to the fields until the air horn is blown again. Please ensure that all players, parents and other spectators understand this policy. Air horns for official purposes only. Spectators are prohibited from using air horns or similar devices.

Cautions and Send-Offs

Players receiving a red card or team officials ejected by the referee must leave the field to a location that is out of sight and sound of the field. Players will be escorted from the field by a tournament official. The referee has the right to terminate the match if a player, coach, or other team representative refuses to leave the field area.

Players receiving a red card or team officials ejected from any game shall be suspended for a minimum of the following game. Additionally, the Tournament Committee, based upon the referee's game report, may impose additional disciplinary action. Suspended players may sit on the team bench, in street clothes; suspended team officials may not be within sight and sound of the field where the team is playing.

Spectators

Spectators (parents, relatives and/or other individuals) who may be reasonably construed as being associated with a team are subject to the jurisdiction and authority of the ASSA. The actions of spectators are the responsibility of the coaches appearing on the team roster.

Spectators are not permitted anywhere behind the goal line during a match. The spectator area is located on the opposite side of the field from the team benches. The spectator area extends from a point 3-yards from the center line down to the corner flag, meaning that there is a 3-yard area on either side of the half line where no spectators are permitted. Spectators must remain in this area, in the half of the field directly across from their team's bench.

Whistles, air horns, megaphones, artificial noisemakers and/or similar devices are prohibited.

Any spectator that is removed must immediately leave the field area.

Unusual Situations / Matters Not Provided For

The Tournament Committee has the authority to modify any of these rules as deemed necessary to ensure the orderly progression of the event. The Tournament Committee shall also determine any matter not provided for in the event rules. The decision of the Tournament Committee shall be final.

Document Change Log

March 1, 2017: Document created

April 23, 2019: General updates.

February 25, 2020: Modification to Build Out Line and Additional Rostered Players. Other general updates